

## NPCs

The following are NPCs that I have used in my games. NPCs are similar to advanced monsters, however, they generally have their own unique stories and traits that separate them from a standard monster entry.

### GREGALEVITHIX, DRAGON GOBLIN KING

#### Large Dragon (Earth), Young Adult Copper Dragon 3rd-Level Rogue

**Hit Dice:** 17d12+3d6+60 (181 hp)

**Initiative:** +0

**Speed:** 40 ft. (8 squares), fly 150 ft. (poor)

**Armor Class:** 25 (+16 natural, -1 size), touch 9, flat-footed 25

**Base Attack/Grapple:** +19/+27

**Attack:** Bite +23 melee (2d6+4)

**Full Attack:** bite +23 melee (2d6+4), 2 claws +21 melee (1d8+2), 2 wings +21 melee (1d6+2), and tail slap +21 melee (1d8+6)

**Space/Reach:** 10 ft./5 ft. (10 ft. w/bite)

**Special Attacks:** +2d6 sneak attack, breath weapon, frightful presence, spells

**Special Qualities:** Damage reduction 5/magic, darkvision 120 ft., immunity to acid, magic sleep effects, and paralysis, low-light vision, spell resistance 19, spider climb, trapfinding, evasion, trap sense +1

**Saves:** Fort +14, Ref +13, Will +14

**Abilities:** Str 19, Dex 11, Con 17, Int 24, Wis 16, Cha 17

**Skills:** 13 ranks per dragon level, 15 ranks per rogue level (rogue 6<sup>th</sup>, 12<sup>th</sup>, 18<sup>th</sup>)

Bluff +26 (23), Hide +18 (22), Jump +28 (20), Listen +25 (22), Search +29 (22), Spot +25 (22), Disguise +24 (21), Diplomacy +29 (22), Craft (trapmaking) +22 (15), Escape Artist +20, Intimidate +27 (22), Move Silently +8, Sense Motive +25 (22)

Knowledge (arcana) +12 (5), Knowledge (nature) +12 (5), Knowledge (local) +12 (5), Knowledge (dungeoneering) +12 (5), Knowledge (religion) +12 (5), Knowledge (geography) +12 (5), Knowledge (history) +8 (1)

**Feats:** Alertness (familiar), Draconic Knowledge, Flyby Attack, Hover, Improved Familiar, Leadership, Multiattack, Obtain Familiar

**Environment:** Dagger Hills

**Encounters:** Solitary, fey pranksters (1 plus 2d4 sprites) [EL 13], or goblin king (1 plus 2d10 goblins) [EL 14]

**Challenge Rating:** 12

**Treasure:** Triple standard

**Alignment:** Chaotic good

Gregalevithix is a typical copper dragon in that he tends to enjoy practical jokes and humor of all kinds, however, most of his jokes have a darker tone to them than is usual for a copper. Raised among the fey of Daggerdale, he has absorbed some of the cruelty that they display in their tricks and seldom worries about the harm that he causes with his jokes.

When he was young Gregal played a particularly nasty trick upon a small tribe of goblins that resulted in nearly a quarter of their population dying. The remaining goblins, fearing for their lives swore fealty to the bemused dragon and he has ruled them for nearly 60 years now.



An arbitrary ruler, his influence (and a tendency to take the more vile goblins out of the breeding pool by eating them) has nonetheless mitigated some of the cruelty and malice that goblins tend towards and resulted in a true neutral society.

Gregalevithix speaks Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, and Sylvan.

### Combat

Gregal tends to use his disguise skill to imitate other breeds of dragons when playing his tricks and has an entire troop of goblins who are trained to aid him in this endeavor. Judicious use of illusion spells will occasionally supplement this ability, though his favorite locations for playing tricks are a number of wild and dead magic zones in his territory.

Gregalevithix's tactics in serious combat tends towards placing his allies in locations where they allow him to flank and utilizing this advantage to deal sneak attack damage with his full attack. Most of the troops that the dragon king takes with him are evil and Gregal does not hesitate to throw them against superior foes without regard for their lives.

Gregalevithix's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Breath Weapon (Su):** 80-ft. line, 10d4 acid, Reflex DC 21 half; or 40-ft. cone, slow 1d6+5 rounds, Fortitude DC 21 negates.

**Spider Climb (Ex):** A copper dragon can climb on stone surfaces as though using the spider climb spell.

**Frightful Presence (Ex):** 150-ft. radius, HD 16 or fewer, Will DC 21 negates.

**Spells:** As 5th-level sorcerer.

**Sorcerer Spells Known (6/7/5; save DC 13 + spell level):** 0—*create water, cure minor wounds, detect magic, mending, ray of frost, read magic*; 1st—*cure light wounds, detect evil, disguise self, fog cloud*; 2nd—*minor image, lesser restoration*.

**Blindsense (Ex) and Keen Senses (Ex):** Gregal can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against him. He also sees four times as well as a human in shadowy illumination and twice as well in normal light in addition to dark vision out to 120 feet.

**Sneak Attack:** If Gregalevithix can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for 2d6 extra damage.

**Trapfinding:** Gregal can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. He can also use the Disable Device skill to disarm magic traps.

**Evasion (Ex):** Gregalevithix can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

**Trap Sense (Ex):** Gregalevithix gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

**Familiar:** Gregalvithix has a small earth elemental as his familiar due to his Obtain Familiar and Improved Familiar feats. Far more intelligent than most elementals of similar size, Earthstar (Edarisk, in Draconic), has a vaguely draconic cast to its otherwise featureless face and body and speaks Terran,

Common, and Draconic.

**Earthstar, Small Earth Elemental Familiar:** Small elemental (earth, extraplanar); HD 20; hp 90; Init -1; Spd 20 ft.; AC 20, touch 10, flat-footed 20; Base Atk +19; Grp +18; Atk +22 melee (1d6+4, slam); Full Atk +22/+17/+12/+7 melee (1d6+4, slam); Space/Reach 5 ft./5ft.; SA earth mastery, push; SQ darkvision 60 ft., deliver touch spells, earth glide, elemental type, empathic link, improved evasion, speak with master, granted abilities; AL chaotic good; SV Fort +12, Ref 12, Will +11; Str 17, Dex 8, Con 13, Int 8, Wis 11, Cha 11.

*Skills and Feats:* Bluff +23, Hide +25 (22), Jump +23 (20), Listen +22, Search +21 (22), Spot +22, Disguise +21, Diplomacy +22, Craft (trapmaking) +14 (15), Escape Artist +19 (20), Intimidate +22, Move Silently +7 (8), Sense Motive +22, Knowledge (arcana) +4 (5), Knowledge (nature) +4 (5), Knowledge (local) +4 (5), Knowledge (dungeoneering) +4 (5), Knowledge (religion) +4 (5), Knowledge (geography) +4 (5), Knowledge (history) +0 (1); Power Attack.

*Earth Mastery (Ex):* +1 bonus on attack rolls and damage rolls if both it and its foe touch the ground, -4 penalty on attack rolls and damage rolls against airborne or waterborne opponents.

*Push (Ex):* Can start a bull rush without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to the elemental's opposed Strength checks.

*Elemental Type:* Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking.

### Getterdung

**Getterdung (Small City):** Conventional, Nonstandard; TN; 15,000 gp; Assets 8,625,000; Population 11,500 (96% goblin, 2% hobgoblin, 1% fey, 1% other races).

Located beneath the Dagger Hills, Getterdung has prospered since Gregal took over the area, and the population has expanded to the point where it is nearly a large city. A number of districts make up the city, including a Noble district, a strong Temple district, a strong Thieves district, Foreign district, Military district, Merchant district, University district, and a strong Arcane district. The centers of learning and profusion of arcane shops and spellcasters came about in large part due to the presence of Gregalevathix and his lair and the city's seat of government lies at the center of the three districts.